

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Previously Presented) A method of conducting a wagering game on a gaming machine, comprising:

- receiving a wager from a player to initiate play of the wagering game;
- receiving a selection of at least one of a plurality of pre-defined player-selectable pay lines;
- randomly selecting a plurality of symbols to form a first array;
- displaying the first array;
- identifying winning symbols in the first array that form any first winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines;
- awarding the player for the first winning combination in the first array if the first array contains the first winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines;
- replacing one or more of the winning symbols in the first array that form the first winning combination with a randomly determined replacement symbol to form a second array;
- displaying the second array;
- identifying winning symbols in the second array that form any second winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines; and
- awarding the player for the second winning combination in the second array.

2. (Original) The method of conducting a wagering game as described in claim 1, wherein less than all of the winning symbols that form the first winning combination are replaced.

3. (Original) The method of conducting a wagering game as described in claim 1, wherein a wild symbol is one of the winning symbols forming the first winning combination and is not replaced.

4. (Previously Presented) The method of conducting a wagering game as described in claim 1, wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic pay table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the awarding for the first winning combination and the awarding for the second winning combination being based on a pay structure that is paid in accordance with its own bonus pay table, the bonus pay table being different than the basic pay table.

5. (Previously Presented) The method of conducting a wagering game as described in claim 4, wherein the awarding for the first winning combination is based on a first bonus pay table and the awarding for the second winning combination is based on a second bonus pay table.

6. (Previously Presented) The method of conducting a wagering game as described in claim 1, wherein the wager is for each of the at least one of the plurality of pre-defined player-selectable pay lines that is selected.

7. (Previously Presented) The method of conducting a wagering game as described in claim 1, wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic probability table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the awarding for the first winning combination and the awarding for the second winning combination being based on a pay structure that is paid in accordance with its own bonus probability table, the bonus probability table being different than the basic probability table

8. (Previously Presented) The method of conducting a wagering game as described in claim 7, wherein the awarding for the first winning combination is based on a first bonus probability

table and the awarding for the second winning combination is based on a second bonus probability table.

9. (Previously Presented) The method of conducting a wagering game as described in claim 1, wherein a wild symbol is one of the winning symbols on at least one of any first winning combination and any second winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines and is not replaced.

10. (Previously Presented) A gaming machine for conducting a wagering game, comprising:  
a value input device for receiving a wager from a player to initiate play of the wagering game;  
a display for displaying a first array of symbols in visual association with a plurality of pre-defined player-selectable pay lines, the first array being formed by randomly selecting a plurality of symbols; and  
a controller coupled to the display and operative to  
receive player selections from the player of at least one of the plurality of pre-defined player-selectable pay lines to identify at least one player-selected pay line,  
identify a first winning symbol in the first array that creates any first winning outcome along the at least one player-selected pay line;  
award the player for the first winning outcome;  
replace the first winning symbol with a randomly determined first replacement symbol to form a second array;  
display the second array;  
identify a second winning symbol in the second array that creates any second winning outcome along the at least one player-selected pay line; and  
award the player for the second winning outcome.

11. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the controller is further operative to:

replace the second winning symbol with a randomly determined second replacement symbol to form a third array;  
display the third array;  
identify a third winning symbol in the third array that forms any third winning outcome along the at least one player-selected pay line; and  
award the player for the third winning outcome.

12. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic pay table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the award for the first winning outcome and the award for the second winning outcome being based on a pay structure that is paid in accordance with a bonus pay table, the bonus pay table being different than the basic pay table.

13. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 12, wherein the awarding for the first winning outcome is based on a first bonus pay table and the awarding for the second winning outcome is based on a second bonus pay table.

14. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the wager is for the at least one player-selected pay line.

15. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic probability table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the award for the first winning outcome and the award for the second winning outcome being based on a pay structure that is paid in accordance with a bonus probability table, the bonus probability table being different than the basic probability table.

16. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 15, wherein the award for the first winning outcome is based on a first bonus probability table and the award for the second winning outcome is based on a second bonus probability table.

17. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the controller is further operative to shift the first replacement symbol in the first array to fill a position of the first array that is occupied by the first winning symbol prior to the replacing of the first winning symbol.

18. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the controller is further operative to  
    identify another first winning symbol in the first array; and  
    shift another first replacement symbol in the first array to fill a position of the first array  
        that is occupied by the another first winning symbol prior to being replaced by  
        the another first replacement symbol.

19. (Previously Presented) The gaming machine for conducting a wagering game as described in claim 10, wherein the display includes displaying a first bonus pay table associated with a pay structure for the first winning outcome, a second bonus pay table associated with a pay structure for the second winning outcome, and a basic pay table associated with a pay structure for a basic wagering game.

20. (Previously Presented) A computer readable storage medium encoded with instructions for directing a gaming system to perform the method of claim 1.